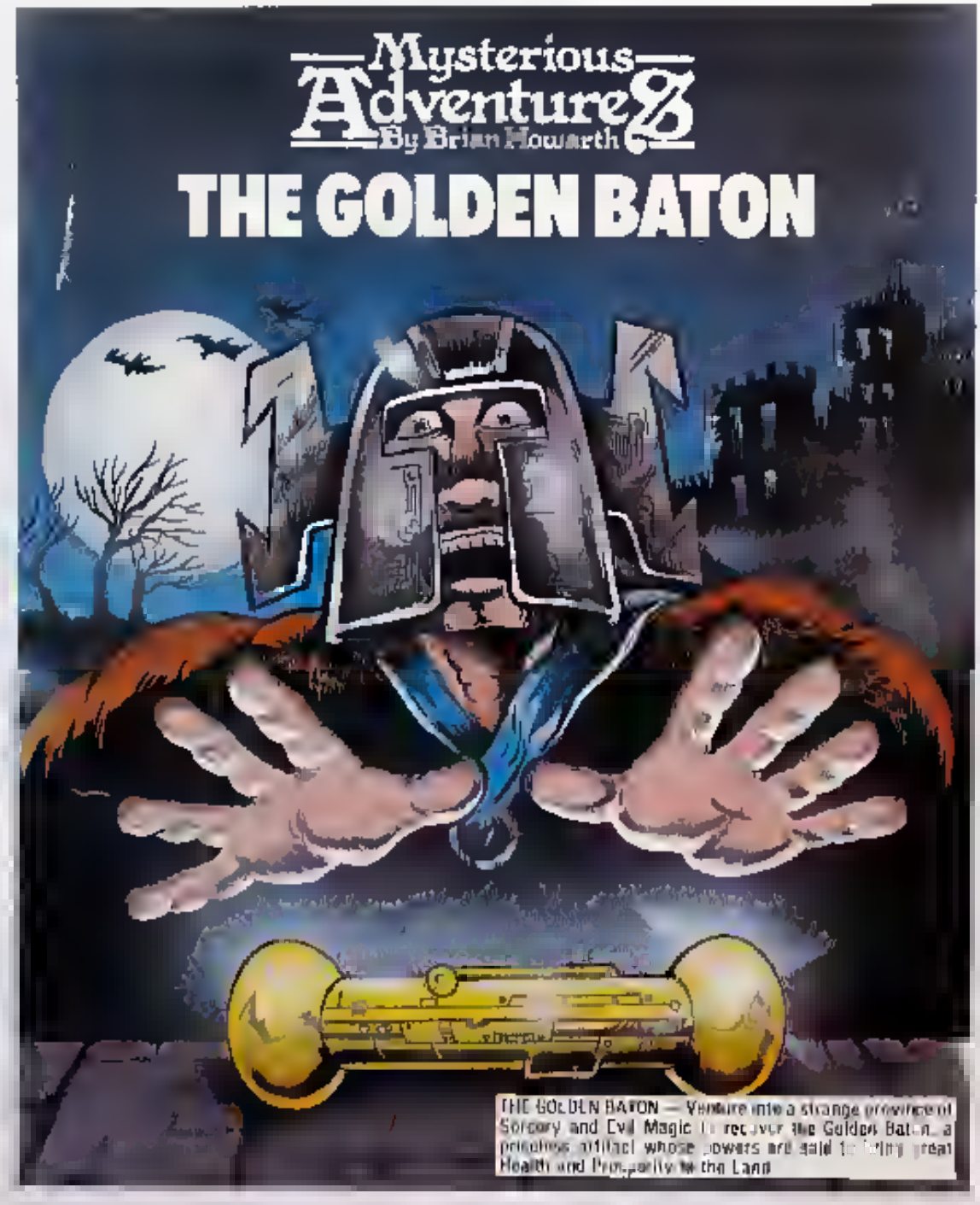
Mysterious Adventures
By Brian Howarth
THE GOLDEN BATON
THE GOLDEN BATON — Venture into a strange province of Sorcery and Evil Magic to recover the Golden Baton, a priceless artifact whose powers are said to bring great Health and Prosperity to the Land

THE GOLDEN BATON©

Dark clouds drift ominously across the rising moon. you cringe as the night silence is suddenly shattered by the fearsome howl of some fell creature deep within the forest Weary from travelling unable to force yourself onward you sink to the ground and lean back against the bole of a huge gnarled old tree As your aching limbs slowly relax you silently curse the road that led you to this evil place. The noble cause that initially motivated you to undertake this deadly mission seems to pale into insignificance against the perils that you have, up until now, survived Your mission is to recover the legendary Golden Baton, a priceless artifact that has been worshipped by your race for countless generations The Baton was stolen from the palace of King Ferrenuil, ruler of your homeland. Many learned counsellors strongly believe that the Golden Bafon holds within it a kind of life-force that maintains an equilibrium befween the forces of good and evil. For many centuries your homelands have suffered no wars, no droughts or famine. King Ferrenuil fears now for the future of his people as the influence of the Baton has been fakan from his lands

Ever since the Baton was stolen, brave Warriors and hardy knights were sent far and wide through the world in search of this artifact none ever returned

So it was that you started out on your journey, travelling through strange hostile lands until finally you reached this territory of Evil magic whose name is never spoken An almost tangible feeling of malice pervades the atmosphere and weariness descends upon the traveller like a pall of death.

You draw your robe around yourself to ward off the icy chill of night and sink into a troubled sleep, mortally afraid of what the coming days may cast upon you

Other great gemes in the Renge include:-

2 THE TIME MACHINE — As a Newspaper reporter you are sent to reveal the eccentric professor who lives in the old house on the Moors What is his secret and why is his house now deserted?

3 ARROW OF DEATH (Pt 1) — A blight has fallen on your homelands The Retoe has become tarnished and now radiates a malevolent aura of Evil Your mission is clear trace the source of this Evil and destroy or divide destroyed This is the first part of our Epic Adventure although each part can be played as a stand alone scenario

4 ARROW OF DEATH (Pt 2) — You now have the means to destroy your enemy but you are far from home and this land is strange to you Can you cope with the deadly perils which approach you and have you the strength to see your mission through to the final conflict?

5 ESCAPE FROM PULSAR 7 — Alone on an organic Space Freighter The rest of your crew have died horribly at the hands of the mutated Zoo Specimen Your only chance of escape is to reach the Fast Shuttlecraft But the lurking Monster is hungry and you are the only food it has left.

6 CIRCUS — Your car has run out of Petrol on a lonely road miles from the village As you trudge reluctantly down the road in search of help you are suddenly confronted by an amazing sight in a nearby field is a Huge Circus tent But this is no ordinary Circus as you will soon discover

7 FEASIBILITY EXPERIMENT — For access the cells of time and space a dying race of superintelligent beings search the Universe for a Hero to save their existence At length their thoughts turn to planet Earth You are chosen to be their saviour in a bizarre scenario where death is a mere thought away

8 THE WIZARD AKYRZ — You are in the Royal Palace. The King beseeches you to rescue his daughter from the evil wizard If you succeed your reward will be priceless failure will for ever be terrible death

9 PERSEUS AND ANDROMEDA — Travel into the realms of ancient mythology Battle with grotesque monsters and superintelligent powers as you search for the hidden secret of myth and legend

10 TEN LITTLE INDIANS — This mystery begins with a train journey into a strange country What secrets are held by the strange country mansion? What meaning is attached to the strange rituals? Maybe you will find out if you live long enough